



Volume I Number 3

C.F. Machiavelli

December 15, 1983

C.F. Machiavelli is a zine for Machiavelli published monthly by William C.S. Affleck Asch Lowe. Current advanced Machiavelli game openings in the zine at present are: CF-1, CF-2, and CF-3. Current Diplomacy game openings in the zine at present are: CFD-1. Additionally, there are three other current game openings as follow: CFS-1 (pbm Striker campaign), CFCD-1 (Cosmic Diplomacy II), and CFCM-1 (Cosmic Machiavelli). Subscription is on the account system (\$5 Canadian or US to start) wherein subscribers are charged the cost of printing and mailing. Free issues of the zine are available for trade, articles (1 free issue per page), and active standbys (1 free issue per active standby). This zine is part of CFAPA, TFF, BCAPA, and BONDAPA and is Panda Populist Press Production #15, Celtani Federation Press Release #12, and Bondage Disciple Publication #4. Games run in this zine are mostly advanced Machiavelli (TM Avalon Hill), but there is also a Diplomacy (TM Waddington Games (in Canada); TM Avalon Hill (USA)) game and variant as well as a Striker (TM Game Designers Workshop, Inc.) campaign. All games are run with no game fee or NMR deposit, but the Striker campaign requires materials.

CURRENT GAME OPENINGS

CURRENT GAME OPENINGS

CURRENT GAME OPENINGS

CF-1: 4 players paid (1 needs to send orders). Scenario: The Balance Of Power: 1454g (8 players).

CF-2: no players yet. Scenario: The Expansion Of States: 1385-1425c (4 players).

CF-3: no players yet. Scenario: The Struggle For Dominance: 1499-1521 IIc (Part Two: 6 players).

CFD-1: 2 players paid & orders received.

CFS-1: 1 player noted (has maps). Referee forces not designed yet. See enclosed houserules.

CFCD-1: no players yet. See enclosed rules. Diplomacy variant.

CFCM-1: no players yet. See enclosed rules. Machiavelli variant.

STANDBYS

STANDBYS

STANDBYS

CF (Machiavelli): Lu Henry, Michael Quirk. CFD (Diplomacy): Michael Quirk, D.J. Carter. CFS (Striker): none! CFCD (Cosmic Diplomacy): none! CFCM (Cosmic Machiavelli): none! Please note that once you receive a standby position your name will be taken off the list. You may specify game or scenario.

Known Game Openings (excerpted with permission of Robert Sacks, 4861 Broadway 5-V, NY, NY, USA 10034):
Lu Henry, 6056 Waverly, Dearborn Heights, MI, USA 48127

TACKY, 5 weeks, \$3/game + 3 issues/\$2 ((Aug))

A MIGHTY FORTRESS (standbys), DIPLOMACY, MACHIAVELLI (standbys), WOODEN SHIPS & IRON MEN

DIPLOMACY ERRATTA

DIPLOMACY ERRATTA

DIPLOMACY ERRATTA

My houserules will support the following changes from my noted Diplomacy rules of use:

RULE VII, 3 b and 3 c.

3 b. PROVINCES HAVING TWO COASTS (Bulgaria, Spain, and St. Petersburg). A fleet entering one of these provinces enters along one coast and may then move only to a space adjacent to that coast; it nevertheless occupies the entire province. If a fleet is ordered to one of these provinces and it is possible for the fleet to move to either coast, the order must specify which coast, or the fleet does not move.

A fleet which may move to one of these provinces may 'support' an action in that province ... without regard to the separation of the coastline. Thus, because a fleet in Marseilles may move to Spain although only to the south coast, it may nevertheless support an action anywhere in Spain, even if that action is an order to move to, or to hold in, Spain (north coast). (CONT)

DIPLOMACY ERRATTA (cont): It should be clear that the converse is not true: a fleet in Spain (north coast) cannot support an action in or into Marseilles, because it cannot move to Marseilles at all in a single move.

c. SWEDEN AND DENMARK. An army or fleet may move from Sweden to Denmark or vice versa. A fleet moving from the Baltic Sea to the Skaggerak or vice versa must first move to Sweden or Denmark. The common border with Denmark does not separate the coast of Sweden into two coastlines; and Denmark does not border on Berlin.

MULTIPLE GAMING SYSTEMS by WCSAAL (based on a request by Irwin Schroeder)

After you've signed up for your third Machiavelli (or Diplomacy) game in as many zines, you may begin to wonder how you can possibly keep track of all these games. For example, what if someone tells you "Germany's going to stab you" but forgets to mention which game s/he is referring to? Or perhaps you have a letter from "Germany" signed by someone and you can't place the name?

Well, a computer would help, but the key to the whole question is organization. Personally, I keep separate files for each zine or game company and in each file I keep a "game sheet". Each game sheet contains information on each country (what treaties signed, any fibs told, notes on how that person has played and current levels of trust on both parts, addresses (sometimes I don't note these), phone numbers, etc.), my current and provisional orders on file (in shorthand), ideas I've had on the game (such as doing a Full Frontal Assault on a certain country), noted game alliances (real or imagined). Then I keep all letters sent me in separate envelopes, one per player, with the current address on the envelope and identification (Game and Country) as well. Whenever I get the current zine or game report I generally pull out the file, look at the game sheet and note changes, answer any letters (usually I'll do letters once a week, so as to cut down on time and allow me to look at all that I have) after reading them all, look at the game map and note positions/builds and then decide on my moves. Actually I do moves before writing responses to letters. Once I've sent in my moves and any press, I send off responding letters and may initiate one or two letters to people I need to write to. Then I put back the file, with the updated moves, ready to pull out if someone phones or writes. I don't keep carbons of my letters, which is probably a good idea but takes up space. I don't note proposals I make unless I think they'll be accepted, but probably should do so anyway. I always note agreements made.

This form of multiple-gaming would be helped if I kept this information on disk files in my computer, but I don't have enough disks at present to do so (the 30 that I do have are mostly used: half are for my Old Gnomic Convention records and programmes alone).

PLUGS/LETTERS

PLUGS/LETTERS

PLUGS/LETTERS

Please note that I will not plug unless asked to, with few exceptions.

Battle Stations
Bob Albrecht
#1001-1239-12th Ave. S.W.
Calgary, AB
Canada T3C 3R8

A diplomacy zine, but will run variants and other games (e.g. VITP, AK, M, RB, Axis and Allies). Slowly improving quality, with two Dip games open and lots of letters from famous people. Subs are 1/\$1Can, 6/\$5Can, 12/\$9Can. First 21 subscribers have no gamefee, but must standby for current games. Next 6 subs will receive a 6 issue bonus to their subs.

The End Justifies The Means
address unkown

I can't plug this, as I got my letters sent back. Anyone who knows what happened to Jame M. Briggs might send me a note on this.

Jim Robinson
730-29th Street, Apt. 220
Boulder, CO
USA 80303

Will referee PBM games of many types, especially Stormbringer, Traveller, AD&D, Man, Myth&Magic, and most RPGs. Free, but SASEs would help.

Space Vikings
Michael Horn
Box 3801
Ingleside, TX
USA 78362

Mike is looking for playtesters for his new PBM space opera game. Free rules and turns only require an SASE (US). This is a very well-written and well-thought-out game.

Paper Mayhem
Paper Generals
Box 186
Carpentersville, IL
USA 60110

A newsletter (bimonthly (6/yr), \$8/yr) on PBM gaming, mostly oriented to the commercial games. Items for publication (articles, game reviews, strategy notes, etc.) should be sent to: Paper Generals - South, c/o Editor (Paper Mayhem), Box 14373, Louisville, KY, USA 40214.

BCSFA
P.O. Box 35577 Station E
Vancouver, BC
Canada V6M 4G9

The British Columbia Sciece Fiction Association has a monthly zine (BCSFazine) and is lots of fun. Memberships include a sub. Full Memberships are \$12Can, Family Memberships (2 votes) are \$14Can. Subs are \$9Can/yr. Support Chuckie the Beaver or Marcel the Frog!

Cosmic Diplomacy II by William C.S. Affleck Asch Lowe (adapted from Cosmic Diplomacy by Russ Rusnak)
Cosmic Diplomacy II uses the regular rules of Diplomacy, except that each player has a special power that he or she can use. The powers are listed below:

Amoeba: This power allows a person to channel his or her total or partial strength wherever it is desired most. Basically, the person playing this power can transfer strength from one unit to another at will, creating one extra-powerful unit and one totally powerless, as well as defenseless, unit. Whenever power is transferred from one unit to another, the transferring unit must hold; if attacked it is destroyed since it has no power left to retreat or defend itself. If the unit receiving the power is destroyed, any units donating power to the unit are also removed from the board. The order to transfer power is "T", wherein "Unit Province T Unit Province" designates the unit transferring power at first, followed by the recipient unit identified by its starting location (e.g. A Kiel T F Hel means Army Kiel transfers power to F Helgoland Bight). Power may be transferred to an ally if designated properly and a supported unit which has no power is still defenseless.

Assassin: This power allows the player to submit his or her choice of any one unit to remove. The unit is removed before the fall adjudication. Moves cannot be made contingent on the Assassin's choice. The order to assassinate a unit is "K (unit) (province)".

Avian: This power allows the player to build Zeppelin fleets. These units, noted as Z on the game orders and report, act as fleets but are not restricted to water. Convoys of armies are allowed, even over land. The player with this power does not start out with any Zeppelin fleets.

Bully: This power allows the player to pick on anyone he or she can beat up. If a unit is forced to retreat because of an attack or support by the player with this power, the player decides where the unit will retreat. This does not allow the player to retreat a unit OTB. Also, if the player with this power takes or supports an enemy unit into a center and the victim must remove a unit because of it, the player decides which unit(s) the victim must remove.

Chameleon: This power allows the player's units to blend in with the scenery in warm weather, thus moving sight unseen. Therefore, during the spring and summer, noone can find you unless they happen to bounce off you or you detonate a bomb. In short, your winter adjustments are reported normally, spring orders are reported as (Unit) (Province)-?? to other players, only you know if you have summer adjustments and your fall moves are published normally.

Filth: You are the most vile and disgusting race on the face of the earth and nobody can stand to be near you. In fact, it's extremely difficult for anyone to live where you once lived. As a result, once you control a center for a winter season, no other player may gain credit for that center until it has been fumigated. Any invading unit must sit dormant (it cannot even offer support) until the winter of the following game year. Example: If you walk into a filth center in Spring 1902, your unit must hold until Winter 1903. Although the filth player is considered to have lost the center in 1902, the attacker may not count it as his or her own until 1903. Also, whenever a filth unit is dislodged or annihilated, the attacking unit must sit dormant the following season (spring or fall season specifically) in order to recover from the stench left behind.

Hypnotist: Each fall, the player with this power may write the order for one unit that is not his or hers. This order supercedes anything written for that unit by the person it belongs to. The order is shown in the normal way in the adjudications, so only you and your victim know for sure that you ordered it. You may never affect the same unit for two fall turns in a row.

Insect: You have no power on your own, but you can adapt well. If you are able to take control of someone's home center you gain and hold their power as long as you retain their home center (they do not lose their power). The more home centers you take, the more powers you can have. When you lose the center, you lose the power. If you take a filth home center, you gain the power immeadiately the Winter you occupy it, but still must fumigate.

Cosmic Diplomacy (cont.): Liberal: You have the power of taxation. You recoup your losses by taking from the rich and giving to the poor (yourself). Whenever you lose a center, you may impose a tax (in the name of the social good) on anyone on the board with a net positive center count that year and force them to loan you credit for the original center taken. You may only tax a person who did not take or support the attack on the center you lost. If you have no need to tax anyone, you may forbid a specific build with your winter adjustments in the name of free competition. You must deny the specific unit and province (Example: forbid A Kiel). You may only tax each player one center each Winter.

Negator: You have the power to negate another person's moves. When you submit spring or fall orders, you may also submit orders for two units from different countries that are not allowed to occur. If these orders are indeed submitted, they become hold orders instead.

SoCred: Yours is a race of malicious centralists. You have the power of revenge. Whenever you choose to play short, you may disallow two specific builds by other players for every unit you play short. You must deny the specific unit and province. If you do not play short, you may use 'public relations' to insert any desired press, even if it is identified as being from another player.

Terrorist: You delight in sabotage and destruction; as a result, you are constantly setting bombs throughout the game. In Spring 1901, you submit your orders as well as three spaces that you would like to mine. The bombs can only be placed in non-supply centers to begin with. As the game progresses, you may not mine any occupied space or any territory where a bomb has exploded within the past two game years. During winters you may replace any exploded bombs in any legal territory. Obviously, there may only be three bombs at any time.

Traveller: You can transfer power from one unit to another much the same as the Amoeba. However, instead of making an extra-powerful unit, you can make an extra-fast unit. So, you can have one unit hold with a force of zero while another unit can move two spaces. Or two units can hold and a third could move three spaces, and so on. Your first move through an unoccupied territory is always successful. After that, you are only successful upon the remainder of your journey if you are not bounced or blown up. You may be supported anywhere along the way. If the first step of your journey is a bomb, you explode. If someone is supported into the first space you move to, you are treated as a dislodged unit (annihilated if it's the Warmonger) and you must retreat accordingly.

Unit: You have neither fleets nor armies, only units. As a result, you may move anywhere that you wish and not worry about the normal constraints placed on fleets or armies. While in water, you can write any order that a fleet can write (specifically a convoy), and while on land you may write any legal order for an army. You cannot convoy via land, and must retreat as if you were the appropriate unit for the previous season's orders (e.g. if you wrote U Ion H and must retreat, you retreat as a fleet; if you wrote U Bul-Bla and must retreat, you retreat as a fleet; if you wrote U Bul-Gre and must retreat, you retreat as either a fleet or an army (since you have a coast move); and if you wrote U Pie-Ven and must retreat, you retreat as an army).

Warmonger: You delight in the joys of war and your race is bred for it from birth. As a result, your units are worth 1.5 times as much as any other normal unit. Any unit you dislodge is automatically annihilated.

Zombie: Your is an army of the dead. As a result, you do not need supply centers to maintain your units. You need centres only to build units. Once built, the units can only be removed if they explode or are otherwise annihilated. Even if you have no centers left, you can still be as powerful as you were at the peak of your power.

Cosmic Machiavelli by William C.S. Affleck Asch Lowe (adapted from Cosmic Diplomacy II)

Cosmic Machiavelli uses the regular or advanced rules of Machiavelli, except that each player has a special power that he or she can use. The powers are the same of Cosmic Diplomacy II with the following changes: Filth powers affect a province or city controlled by Filth and it takes two campaign seasons to fumigate; any unit which occupies or passes through Filth provinces or cities cannot move the next campaign season only. Insect must control a home city to gain the power. Liberal counts ducats and compares them to ducats received the last year. Maximum tax is 3 ducats/year. Negator may negate moves in the summer season as well. SoCred does not exist. Zombie can only build new units if it spends ducats to support existing units; it can choose to not build and save the ducats for support.

Postal Striker Campaign Rules (to be used with CFS-1 and subsequent campaigns)

- 1) There are four separate teams in this campaign: Green, White, Blue, and Orange. Players will be evenly distributed to the four teams: however, in the event that this is impossible, they will be distributed in as even a fashion as possible. Players who join after gamestart will be assigned to the weakest team at the time.
- 2) Each starting player will receive MCr10 to spend on TL12 personnel and equipment. There are limitations on possible equipment (see later rules) and personnel, but players are free to set aside part of the money for later usage in the game or attempt to purchase items not covered in the Striker rules by Referee consultation. All players must start the game with one vehicle, one battle computer, and ten personnel as an absolute minimum and these must be placed on the board.
- 3) Each new player (after gamestart) will receive MCr5 to spend on TL12 equipment and personnel. Limitations are the same as those covered in Rule 2, but the new player may use any previous campaign rulings to his/her advantage.
- 4) Lower tech equipment may be purchased if desired. It is assumed all lower-tech equipment is produced locally, and no cost savings may result due to this.
- 5) Higher tech may be purchased in limited quantities if desired. It is assumed all higher-tech equipment is shipped in from off-planet and that replacement parts must be preordered or purchased beforehand. Rules on higher-tech equipment in Rule Book 2, page 39 will be followed. If scavengers acquire 'lost' higher-tech equipment, it can be purchased on the black market for twice its cost.
- 6) Scavengers: Any equipment that is 'cached' or left unsupervised will be scavenged by the local population. There is a 10% cumulative chance of an item being scavenged each hour of game-time. If scavengers try to get equipment while rescue or recovery groups arrive, it is assumed they will be treated as hostile enemy unless other orders are given. Scavengers will consist of 1D10 militia-type locals armed with 90% Laser Pistols, 5% 4mm Gauss Rifles, 4% 4cm RAM Auto GL, and 1% Hand Grenades. Additionally, there will be a recovery vehicle (a soft-skinned wheeled vehicle with a crane) and various tools. Captured scavengers are worth Cr10000 in bounty at a Referee Station, but are not worth anything if killed (in fact, killing scavengers is a war crime). Scavengers realize this and will surrender only if they lose morale or are physically outnumbered by two to one (combat vehicles with internal crew are treated as twice the crew for this purpose).
- 7) Battle Computers are hooked up to four independent satellites. These satellites can only 'see' the forces of their team and enemy units 'tagged' previously that have not entered trees (if vehicles then these are not 'untagged' by entering trees unless they stop motion and combat for 10 turns. Units are 'tagged' when spotted only if reported to the battle computer.
- 8) Players may choose and pay for personnel as per Rule Book 2, page 38, but all personnel shall be human-type. Modifications such as cloning (+Cr10000 to initial salary, can use 'telepathy' with other clones of self), genetically-designed (+Cr10000 to initial salary, movement rates are 3cm evading / 6cm walking / 12cm running, 1st light wound has no effect), etc. are possible. Once the player has allocated initial personnel, the referee will assign the appropriate force compositions as required. Personnel must be paid full yearly salaries for the first year initially. Morale will use the Experience rules and initial morale levels will be as normal.
- 9) Each campaign month will consist of 10 game turns of actual combat. Time spent in movement will not exist except for recording purposes: in this manner the campaign can keep a 'flow' until existing orders are carried out. Continued sightings of previously-identified enemy will not affect this flow until something new happens such as combat, disappearance of a unit, an objective has been reached, etc. Players must submit overall strategic and tactical plans and give orders based on a 10 turn campaign month. Unused time can be used on the following turn to set up commands (but if 'past' time is used, it must be noted).

(cont.)

Postal Striker Campaign Rules (cont.): 10) Each player must have a detailed organizational flowchart (using ranks, numbers, whatever). This will be followed in the event of casualties, subject to referee interpretation. If a person in a chain of a command 'disappears' but is not noticed as such, it will be presumed s/he is alive until other orders are given. When sending each campaign month's orders, be sure to note reorganizations (these must be given as actual orders by someone of high enough rank) and reassessments of displaced personnel. Displaced personnel will attach themselves to the nearest group as 'surplus' or to fill vacancies until reordered. Personnel who desert or are not recovered will be found by the Referee forces and turned over to the appropriate player at the end of the following campaign month (the Referee forces will charge a Cr100 fee for this service per person). Personnel on isolated equipment requiring crews will stay with it if they do not panic, but otherwise are as normal.

11) Hospital services are available from local population at Cr1D1000 per personnel. Time is as per Rule Book 2. Transportation to hospitals will be provided by Referee forces (if available) at Cr 10 per person or can be provided by any team medical services.

12) The Referee will operate and maintain an MCr100 force of locals to referee the game and prevent harming of locals. This is in addition to any local militias. Referee forces will fire back if fired upon but are easy to spot due to their red uniforms and colours. Referee forces control off-map artillery, air support, and spaceships which they will use if anyone attacks them with anything heavier than personnel weapons. Referee forces can possibly be bribed (2D6: 13+, DM+1 per Cr100 offered per person above costs), but failure to bribe successfully will result in a fine of 10 times the cost of the bribe offered. Referee forces are visible on all battle computers, but details will not be given unless in direct sight. Referee forces cannot be 'tagged' for intelligence purposes. It is well-known that referee forces consist of 50% normal humans, 40% genetically-designed, and 10% genetically-designed clones. Clones apparently form the officer ranks. Referee forces do not use higher-tech equipment. Referee forces are all long-service personnel.

13) Referee forces have banned the use of the following: all air-mobile equipment (grav-equipped, helicopters, aircraft), vehicles on road surfaces of more than Ground Pressure 13, nuclear rounds of any kind, lethal chemicals of any kind, plasma or fusion guns, duration mines (all mines used will self-destruct in one 'month' (1000000 turns) after activation (but can be deactivated by the same team that activated them or by engineers)), meson weapons, damper boxes, nuclear dampers, or grav belts. Quite simply, you are not supposed to start fires, use nuclear or lethal chemical weapons, have flight-capable units (except ACVs), or endanger the inhabitants when you leave. Firefights are not permitted in population centres for any reason. Banned materials are not available in any way, even through the black market.

14) This campaign will be played out on two maps of my own region, NTS MAP 82 F/NW & NTS MAP 82 F/SW. Each costs \$3.00 Canadian for me to purchase. Players must either get their own maps or acquire them through me, and a limited number are available. These maps cover from 49N to 50N and from 117W to 118W, an area about 65 kilometres by 100 kilometres (or, in game terms, 65 metres by 100 metres). So, keep that in mind while designing your forces. Each force will start in a different part of this area: Green team will be located in 49N to 49.5N by 117.5W to 118W, White team will be located in 49.5N to 50N by 117.5W to 118W, Blue team will be located in 49.5N to 50N by 117W to 117.5W, and Orange team will be located in 49N to 49.5N by 117W to 117.5W. Referee forces will be wherever they want to start (and I get to see your setup locations before I locate my forces). Forces may be located off-map, but only on the edges designated as your territory at gamestart. Such forces must be pre-ordered to enter by one campaign month minimum.

15) Terrain: This is a very hilly country, mountainous in fact, and heavily-forested. However, most trees are 10m or less in height. There are many streams and rivers and a few lakes. And even some glaciers! Naturally, since this is a Science Fiction campaign, I'll throw in some fun stuff: All lakes are filled with people-eating trout (such trout can eat through 1cm of armour in a turn and will do so if you move slower than 10cm/turn: they sense people by their brainwaves but won't attack if you move fast enough). The glaciers are inhabited by silicon-based spiders which attack only moving objects. The Indian and Government Reserves are inhabited by genetically-designed clones armed with TL7 light arms and wearing cloth armour and these natives will attack anyone who invades their territory (however, the referee forces won't go there). All parks are inhabited by metal-boring (cont.)

Postal Striker Campaign Rules (cont.): 15) (cont.) beetles which attack any vehicles moving slower than 20 km/h. All the above come in groups of 2D10, 10% of the time every campaign month. Treat people-eating trout as personnel armoured in cloth, silicon spiders as personnel armoured in battle dress (TL13) (but any wound will kill them), and metal-boring beetles as personnel armoured in reflec and jack (but any wound will immobilize them).

16) Bounties: Cr10000 per enemy team prisoner delivered to Referee forces (will be repatriated to enemy for cost plus 10% commission); Cr1000 per enemy team killed (body delivered to Referee forces, paid by Ford Holovision Enterprises); Cr10000 per personnel that killed Referee force personnel/vehicle or locals (including natives but not scavengers); Cr100-1000 (GM decides) fine for other war crimes. Referee forces will enforce these, but carry no personal money in the field. It should be noted that locals are easily identified by their red maple-leaf toques, their red earmuffs, and distinctive language. Locals will be hunting, travelling, having picnics (mostly backbacon & beer), and being generally obnoxious to serious military types. The local population will gladly have sex with your troops if you're polite and well-mannered, but all have a rare form of venereal disease which affects only your personnel (treat as light wound (two light wounds for genetically-designed personnel)). If your personnel panic near locals, there's a 10% chance they'll get this reminder of their stay here (there is no cure or prevention of this).

17) Funds and Game Object: each force gets Cr1 every game turn in royalties from the holovideo you're taking part in. This is payable at any local city. The object of the game is to kill off the other players, so each time a player is reduced to no units on the board (even if some off-board), the other players will each get MCr1. If at any time only one team is on the board, that team wins the game and gets MCr20. Forces that send in no moves will follow any orders they may have, as best they can. If ever one game-month (1000000 turns) goes by with no combat, the referee forces will liven things up as they see fit (after all, they get royalties too!).

18) Referee forces are mainly based in Nelson and Trail, the only two 'cities' in the game. Here they maintain armouries and coordinate actions. The airfield in Castlegar is also used by referee forces.

19) Engineers may be designated as such when allocating personnel, but engineers must not be assigned any role other than infantry, or vehicle-mounted non-artillery personnel. Their primary job is to act as engineers and they will not listen to orders by someone less than officer rank to do otherwise. They will provide defensive fire or move into positions in an assault, but only as part of their tasking. Treat them as what they are and they'll serve admirably; do otherwise and pay the penalties. Engineers must be either attached to a unit (generally either individually or as a separate but parallel chain-of-command grouping) or be placed in an engineer unit.

20) Orders: Orders must be identified by individual who gives them in numbered sequence and identify who they affect and text of the order (e.g. Major Donovan 1-lead fireteam C9 / 2-order C Company via 1C9/2C9 to "All stations execute code foxtrot" / 3-rally any routed troops within 20cm range). Separate all purchases in one block of orders. Give any off-board orders identified as such. Basically, try to type or block print orders if at all possible, to avoid misunderstood orders.

21) Players can switch teams if they desire, but there will be 10% defections (including any equipment taken). High initiative personnel will not be part of this defection. Defecting personnel will travel under GM-supervision to the nearest player of the team that they were of before the switch and join that player's forces. Players who switch will be noted in the campaign month reports after they have either attacked their original team or the defectors are able to get a radio or other device (such as a local's telephone) and phone the Referee force to ask for protection and notify them of the switch. Referee forces will defend defectors from their player until they have made contact with their new player.

Other Rulings:

0001: Surviving players may use their final forces and personnel, as well as their game money, in addition to starting money in a subsequent campaign in this zine. If players choose to do this, they will only receive MCr5 in new money. Referee forces may use 90% of their surviving personnel if so desired.

0002: Discounts of 20% are available on vehicles purchased of an established type. The first vehicle produced of that type will not be discounted. Discounts are available on mass-purchased amounts of other materiel, as per Traveller Book 4.

Postal Striker Campaign Rulings (cont.):

0003: Gamestart will be when 4 players have sent in their initial forces and orders and the GM has listed his or her initial forces in detail (giving vehicle and equipment descriptions and numbers of such as well as anything else he or she deems necessary).

REQUEST FOR ASSISTING REFEREES AND GM'S AND SUBZINES

If anyone is ~~not~~ ~~too~~ ~~too~~ willing to referee or GM a game in my zine, I'd be glad to accept their help. Such guest GMs/Refs would receive a free issue for every game report they sent in. I'd also be willing to accept a subzine (must be typed on 11" x 17" paper to be photoreduced) that is not too heavy on the letters-column but more along the lines of an article or comment or review concept. Such a subzine could carry its own game(s) if desired. My offer of a free issue for each page (8½" x 11") of an article or each issue as an active standby still stands.

CHRISTMAS/NEW YEARS/BIRTHDAY CARDS

CHRISTMAS/NEW YEARS/BIRTHDAY CARDS

Thank you to Grandfather Jerry Lowe I, Melinda Ann Holly, and Hall Printing for the Christmas cards!

AMATEUR PRESS ASSOCIATIONS

AMATEUR PRESS ASSOCIATIONS

BONDAPA
Derek McCulloch
1056-73rd St.
Edmonton, AB
Canada T6K 0S8

Bimonthly, 30 member maximum, 4 pages/3 mailings, \$3 Canadian on account system, backmailings available, 15 copies/mailing currently.
This is an APA for James Bond fans and anyone interested in espionage/adventure genre.

LMTWGA
Fran Skene
936 Chestnut St.
New Westminster, BC
Canada V3L 4N5

Irregular, no maximum, available for letter of comment, art, poetry, trade, or \$2/2 issues. Full title: Love Makes the World Go Awry.
This is a very popular (1000s) personalzine by someone well known in the SF&F circles of North America.

The Final Frontier
Rob McCulloch
1056-73rd St.
Edmonton, AB
Canada T6K 2S8

Bimonthly, 25 member maximum, \$1 backmailing, \$5 on account, 5 pages/2 mailings (30 copies), backmailings available.
This APA deals with anything concerned with Science Fiction. And I mean anything! Fairly good.

BCApa
Tam Gordy
8151 Leslie Road
Richmond, BC
V6X 1E4

Monthly, no maximum, printing available, \$2/year, 2 pages/2 months (25 copies). US Mail Drop: John T. Gordy, Box 3152, Blaine, WA, USA, 98230.
This APA deals with anything, but has a slight SF&F and gaming bent. Although lately there's been a lot of politics. Ostensibly a BC APA, about half the members are from anywhere in the world.

CFAPA
William C.S. A.A. Lowe
P.O.Box 460
Trail, BC
Canada V1R 4L7

Quarterly, no maximum, printing available, \$5 on account, 2 pages/6 months (20 copies), 2 members at present. Backmailings at cost (try 37¢ postage). This APA is intended for people interested in writing about Science Fiction &/or Fantasy, Gaming, and Humour. CF Machiavelli is included as part of the APA, either collated with the other zines or (if an active player) sent monthly. Could use more members, but who's complaining?

POLL'S

POLL'S

POLL'S

If you get this in time, you might want to vote in the Marco Poll. If you, for some unknown reason, feel you should vote for this zine, PLEASE vote me for last place. This reflects my need to put down polls and bias the results so as to invalidate them. The deadline for the Marco Poll is Nov. 22, 1983 and you list, in order of preference, your choices for the top 7 zines, top 3 subzines, and top 5 GMs. You may wish to vote in the 1984 Marco Poll. Address for votes is: Marco Poll 1984, Mark Larzelere, 7607 Fontainebleau 2352, New Carrollton, MD, USA 20784. Late votes may be submitted to: John Caruso, 160-02 43rd Ave., Flushing, NY, USA 11358.

ANNOUNCING THE WCSAAL POLL !!!!

Yes, for those of you who can't resist polls, here's one you'll be proud to vote in! In the spirit of anti-Americanism, only Canadian citizens, residents of Canada, and anyone who subs or trades with a zine (must be one that runs games of Machiavelli, Diplomacy, Striker, Traveller, or role-playing-games: variants count for this purpose) published in Canada at some time may vote. Other people who don't qualify as described above, but have played one of these games or variants, may vote in the accompanying WCSAAL Scum Poll. Please identify which poll you qualify for when you vote. Vote on the following: 1) Best Houserules; 2) Best GM; 3) Best Zine; 4) Best Subzine. One vote for each category. Sherry Shortperson is not permitted to vote in either poll, unless he uses one of his drops. Deadline for this poll is February 18, 1984 (my birthday and a good year for such things) postdated. Ballots must be mailed to: WCSAAL Poll, William C.S. Affleck Asch Lowe, 2206 Daniel Street, Trail, BC, Canada (cont.)

WCSAAL POLL (cont.): V1R 4G9 or delivered in person or phoned in to (604) 364-0396. All ballots must be on one side of a white piece of paper clearly marked for the appropriate poll voted in, with the voter's name and address printed or typed. Phoned-in ballots, however, must be accepted by myself. Failure to meet any of these requirements invalidates the ballot and I will not notify owners of invalidated ballots except to deride them for their lack of manners and game-playing skill. PLEASE PLUG THIS POLL IN ANY AND ALL ZINES YOU KNOW OF !!!!

The Constitution of the Canadian Diplomacy Organization

1. General

The Canadian Diplomacy Organization (CDO) exists to provide certain services to the Canadian Diplomacy hobby. From the beginning, it has tried to avoid the political infighting that has destroyed many previous hobby institutions.

Every person who subscribes to a Canadian Diplomacy 'zine is a CDO member. The CDO has no membership fees and it is not affiliated with any other hobby organizations.

2. Elective Offices

There are three elective offices: the Coordinator and two other members of the executive committee. To be nominated for an elective office, a person must be a CDO member and a Canadian resident. No person may hold or be nominated for more than one elective position at a time. (There are no restrictions on who may hold non-elective offices.)

2.1 The Coordinator

Within the limits of the constitution, the Coordinator may take action on behalf of the CDO. Where possible, s/he should obtain the agreement of the other executive committee members on important decisions. The Coordinator can, and probably should, appoint non-elective officers to perform certain specific functions on behalf of the CDO. Three important positions which have existed in the past are Orphaned Games Officer, Ombudsman, and Novice Director. The Coordinator may appoint and replace non-elective officers, create new non-elective offices, and change the powers of existing non-elective offices. S/he may overrule any decision made by a non-elective officer. (This is a power which s/he should use seldom, if ever. Officers cannot function effectively if their power is continually undermined.)

2.2 The Executive Committee

Any decision made by any officer (including the Coordinator) may be overruled by two members of the executive committee. If one member of the executive committee is not properly fulfilling his or her duties, or is unlikely to be able to fulfil his or her duties properly in the future, the other two members may appoint a replacement for part or all of his or her term of office. Two members of the executive committee may make any decision which could ordinarily be made by the Coordinator.

All members of the executive committee are expected to keep in touch with the mainstream of the Canadian Diplomacy hobby. The main function of the executive committee is to act as a check on the Coordinator, overruling any bad decisions and, if necessary, replacing him or her.

3. Elections

The Coordinator shall be elected every two years. The other two committee members shall be elected in alternate years (each having a two-year term of office). For every election or plebiscite, the Coordinator shall appoint a returning officer. The returning officer must not be a candidate in the election. Nominations must be sent to the returning officer. To be a candidate a person must be eligible (see section 2) must agree to run, and must be nominated by one other CDO member. Every CDO member may vote in an election or plebiscite.

(CONT)

CDO Constitution (cont.):

3.1 First Terms of Office

In order to initialize the terms of office of the executive, whoever is Coordinator at the end of 1983 under the terms of the previous constitution will remain in office until the end of 1984 when s/he must stand for re-election. As soon as possible after the adoption of this constitution, the Coordinator will appoint a returning officer to accept nominations and hold an election to fill the other two executive offices. These two officers must stand for re-election at the end of 1985. (A term of office will normally be considered to be from January 1st until December 31st of the following year. Elections will normally be held during the Fall months.)

4. Amendments

Any executive committee member may propose that a plebiscite be held to amend this constitution. This plebiscite may, or may not, be held in conjunction with an election. To have effect, a constitutional amendment must be approved by 66% of the legal votes cast in a plebiscite. The plebiscite must be preceded by a sufficient length of time for the opposition to voice their opinions.

NEW ACCOUNTS & COAS

003 Mike Kettman, 445 Elm St. 3H, Deerfield, IL, USA 60015 US\$4.59 CF1
 013 Michael Quirk, 3830 Chester Dr., Glenview, IL, USA 60025 US\$5.00 CF1 CFStandby CFDStandby
 014 SNAFU!, Ronald J. Brown, 1200 Summerville Avenue, Ottawa, ON, K1Z 8G4 Trade
 015 TMoBR, Mark A. Luedi, P.O. Box 2424, Bloomington, IN, USA 47402 Trade
 016 Sleepless Knights, D.J. Carter, 118 Horsham Ave., Willowdale, ON, M2N 1Z9 Trade CFD1 CFDStandby

NEW ACCOUNTS & COAS

NEW ACCOUNTS & COAS

CHATTER

CHATTER

CHATTER

Thanks to Mark Larzelere for the Brownie Points he gave me in recognition of my fine work as an undercover agent of the Regal Canadian Muffdiving Police.

Anyone who has access to issues #165-180 of BOAST (or any of these issues), please contact Herb Barents, 317 Chestnut, Batavia, IL, USA 60510. These are needed for an endgame report. He will pay for photocopying & postage if needed.

Yes, I'm in the Anonymous Dip game and I'm really pissed off that noone has even guessed at my secret identity. After all my letters, too!

I've enclosed the current version of the CDO Constitution, seeing as you all are CDO members. Please vote on this amended constitution by sending ballots, along with any suggested changes, to: CDO Ballots, Ronald J. Brown, 1200 Summerville Avenue, Ottawa, ON, Canada, K1Z 8G4. The current CDO Coordinator is: Steve Hutton, 704 Brant St., London, ON, Canada, N5Y 3N1, Phone: (519) 434-7596. You might mention my zine in reference to your ballot, as they don't have my sub list. Also, CDO Coordinator please take note that: 1) I vote in favour of the amended constitution and the adoption of an equivalent French translation; 2) I hereby nominate myself for the position of member of the executive committee, provided that I receive a supporting nomination from another CDO member and that there are not more than six valid nominees for the two positions on the executive committee; and 3) I agree to run on the preceding conditions. This reminds me of the Student Society at SFU when I was elected (with more votes than any other person on the council, even the president) on an anti-apathy campaign.

Politics: This is fun but really doesn't belong here. Let's just say I'm NDP and go for the party with the best track record of doing what I want, not the party which says they'll do what I want and doesn't. Put up or shut up, in other words.

Handguns: I don't see any reason for people to own handguns or automatic weapons. These have only one purpose: to kill people. Rifles, which are better for defense and can be used for hunting, should be allowed. Shotguns, one of the most lethal short-range weapons, are fine too. Noone has the 'right to bear arms'; if I was mental enough to believe they did, I'd live in the US, which exports more violence than any other western power.

Yes, I've seen Voice of Doom. Brux sure does put a lot of money into it, that's true. I'm not going to turn C.F. Machiavelli into anything like that, rest assured. It's bigger than some APAs!

CONTENTS	Account # <u>007</u> has \$ <u>Trade</u> left. Standby Call: see page <u> </u>
Game Openings & Standbys	1 Gamespace: see page <u> </u> . You have <u> </u>
Diplomacy Errata	1-2 on page(s) <u> </u> : <u> </u> issues credit.
Multiple Gaming Systems	2 You got this because <u>we trade</u>
Plugs/Letters	2 Samples: 32¢ Canadian or 37¢ US postage; \$1US for Overseas
Cosmic Diplomacy II	3-4 USMaildrop: P.O. Box 241, Northport, WA, USA 99157
Cosmic Machiavelli	4
Postal Striker Campaign	5-8 CFAPA/C.F. Machiavelli Phone: (604) 364-0396
Request/Cards/APAs	8 William C.S. Affleck Asch Lowe
Polls	8-9 P.O. Box 460
CDO Constitution	9-10 Trail, BC
Accounts & Chatter	10 Canada V1R 4L7

You might want to update my listings, as I now have openings in: Cosmic Diplomacy II, Cosmic Machiavelli, Diplomacy, Machiavelli, and Striker-N-mail. *W.C. Affleck*